BUCKEYE, AZ

CITY OF BUCKEYE

PLANNING AND ZONING COMMISSION

WORKSHOP AGENDA

MARCH 8, 2016

NOTICE OF POSSIBLE QUORUM OF THE BUCKEYE CITY COUNCIL

In accordance with Title 38, Chapter 3, Article 3.1, Arizona Revised Statutes, a majority of the City Council may attend the regular meeting of the Buckeye Planning and Zoning Commission but there will be no voting taking place by the City Council. Council members may participate in the discussion of any item on the agenda.

Accessibility for all persons with disabilities will be provided upon request. Please telephone your accommodation request to (623)349-6911, 72 hours in advance if you need a sign language interpreter or alternate materials for a visual or hearing impairment. [TDD (623)234-9507]

City of Buckeye 2nd Floor – Buckeye Conference Room 530 East Monroe Avenue Buckeye, AZ 85326 Regular Meeting: None Workshop: 6:00pm

At Large	District 1	District 2	District 3	District 4	District 5	District 6
Thomas Marcinko	Jeffrey Nagy	Preston Hundley	Carol Kempiak <i>Chairperson</i>	Clayton Bedoya	Reverend Gregory Clemmons	Nick Hudec Vice Chairperson
Vacant (Alternate)	Jesse Knight (Alternate)	Vacant (Alternate)	Deanna Kupcik (Alternate)	Gail Reese (Alternate)	Bill Elliott (Alternate)	Duane Mitry (Alternate)

Council Liaison: Councilmember Craig Heustis

1.	CALL TO ORDER/PLEDGE OF ALLEGIANCE/ROLL CALL				
2.	WORKSHOP AGENDA				
2A.	Subject: Development Code Update	Action required:			
	Summary: Recap of recent approved Development Code	None – Discussion only			
	Amendments				
	Presented by: Ed Boik, Senior Planner				
2B.	Subject: Gila River Restoration Project	Action required:			
	Summary: Update and status of the Gila River Restoration Project	None – Discussion only			
	Presented by: Adam Copeland, Senior Planner				

2C.	Subject: General Plan Update	Action required:
	Summary: Status of the General Plan Update, roles/responsibilities, and upcoming schedule of events	None – Discussion only
	Presented by: Terri Hogan, Planning Manager	
	Tresented by Terri Hogari, Hamming Manager	
3.	ADJOURNMENT	Action required:
		Motion